

**AMENDMENTS TO THE CLAIMS**

Please amend the claims as follows.

1. (Cancelled)
2. (Currently Amended) The method of claim ~~[[1]]~~ 24, further comprising:  
interposing a server runtime between the client runtime and the server portion that  
enables interaction between the client runtime and the server portion.
3. (Original) The method of claim 2, further comprising:  
sending a message to the server runtime to fetch data from the remote object.
4. (Original) The method of claim 3, further comprising:  
receiving data fetched by the server runtime and caching data in the proxy.
5. (Original) The method of claim 4, further comprising:  
sending a message to the server runtime to synchronize data cached in the proxy with  
data in the remote object.
6. (Original) The method of claim 2, further comprising:  
sending a message to the server runtime to invoke a method of the remote object on  
behalf of the proxy.
7. (Original) The method of claim 6, further comprising:  
receiving a result of invoking the method of the remote object from the server runtime  
and passing the result to the proxy.

8. (Currently Amended) A method for transparently injecting ~~a proxy~~ proxies into a distributed application having a server portion and a client portion, comprising:  
creating ~~[[the]]~~ a proxy for each of a plurality of remote objects in the server portion,  
each proxy implementing an interface of a corresponding remote object and  
having a capability to cache data from the corresponding remote object;  
modifying the client portion to substitute a call for a remote object with a call for a  
corresponding proxy; and  
interposing a runtime that includes the proxy for each of the plurality of remote objects  
between the client portion and the server portion,  
wherein creating the proxy for each of the plurality of remote objects in the server  
portion comprises analyzing the server portion to determine each of the plurality  
the remote objects in the server portion.
9. (Cancelled)
10. (Currently Amended) The method of claim ~~[[9]]~~ 8, wherein analyzing the server portion comprises parsing machine code for the server portion.
11. (Currently Amended) The method of claim ~~[[9]]~~ 8, wherein analyzing the server portion comprises parsing a descriptor containing a list of classes in the server portion.
12. (Currently Amended) The method of claim ~~[[9]]~~ 8, wherein analyzing the server portion comprises parsing source code for the server portion.
13. (Original) The method of claim 8, wherein modifying the client portion comprises modifying machine code for the client portion.
14. (Original) The method of claim 8, wherein modifying the client portion comprises modifying source code for the client portion.
15. (Original) The method of claim 8, further comprising:  
modifying the client portion to substitute a call to a first lookup service that locates the  
remote object with a call to a second lookup service that locates the  
corresponding proxy.

16. (Original) The method of claim 15, wherein the lookup service that locates the corresponding proxy is included in the runtime.
17. (Original) The method of claim 8, further comprising:  
modifying the client portion to substitute a call to manage a lifecycle of the remote object with a call to manage a lifecycle of the corresponding proxy.
18. (Original) The method of claim 8, further comprising:  
fetching data from the remote object into the proxy associated with the remote object.
19. (Original) The method of claim 18, further comprising:  
synchronizing data in the proxy with data in the remote object associated with the proxy.
20. (Original) The method of claim 8, further comprising:  
invoking a method of the remote object on behalf of the proxy associated with the remote object.
21. (Original) The method of claim 20, further comprising:  
receiving a result of invoking the method of the remote object and passing the result to the proxy.
22. (Original) The method of claim 8, wherein the runtime includes a client runtime that interacts with the client portion and a server runtime that interacts with the server portion.
23. (Original) The method of claim 22, wherein the client runtime and server runtime communicate in order to enable interaction between the client portion and the server portion.
24. (Currently Amended) A method for transparently injecting a proxy into a distributed application having a server portion and a client portion, comprising:  
analyzing the server portion to find each remote object in the server portion;  
creating the proxy for each remote object in the server portion and including the proxy in a client runtime library;

analyzing the client portion to determine calls made to remote objects in the server portion and replacing calls for remote objects with calls for a corresponding proxy; and

interposing the client runtime library between the client portion and the server portion.

25. (Cancelled)
26. (Cancelled)
27. (Cancelled)
28. (Cancelled)
29. (Cancelled)
30. (Cancelled)
31. (Original) A computer-readable medium having recorded thereon instructions executable by a processor, the instructions for:  
analyzing a server portion of a distributed application to find each remote object in the server portion;  
generating a proxy for each remote object in the server portion; and  
including the proxy for each remote object in the server portion in a runtime library.
32. (Original) The computer-readable medium of claim 31, further comprising:  
instructions for modifying a client portion of the distributed application such that a call for a remote object is replaced with a call for a corresponding proxy.
33. (Cancelled)
34. (Cancelled)
35. (Cancelled)
36. (Cancelled)